



Nero Morningsun

Class: Fighter (level 4)
 Race: Elf
 Languages: Common, Elvish, Dwarvish, Sylvan
 Alignment: Neutral Evil
 Background: Mercenary

Max HP: 36
 Hit Dice: 4d10
 Armor Class: 18 (Chain Mail)
 Speed: 30 ft.
 Initiative: +1
 Passive Perception: 12
 Passive Investigation: 13
 Passive Insight: 10
 Darkvision: 60 feet

Proficiencies (Bonus +2)
 - All Armor + Shields
 - All Weapons
 - Land Vehicles
 - Dice Set

| SKILLS | MODIFIER |
|-------------------------|-----------|
| Acrobatics (DEX) | +1 |
| Animal Handling (WIS) | +0 |
| Arcana (INT) | +3 |
| Athletics (STR) | +4 |
| Deception (CHA) | +1 |
| History (INT) | +5 |
| Insight (WIS) | +0 |
| Intimidation (CHA) | +1 |
| Investigation (INT) | +3 |
| Medicine (WIS) | +0 |
| Nature (INT) | +3 |
| Perception (WIS) | +2 |
| Performance (CHA) | +1 |
| Persuasion (CHA) | +3 |
| Religion (INT) | +3 |
| Sleight of Hand (DEX) | +1 |
| Stealth (DEX) | +1 |
| Survival (WIS) | +2 |

| STATS | SCORE | MODIFIER | SAVE |
|---------------------|-----------|-----------|-----------|
| Strength | 14 | +2 | +4 |
| Dexterity | 12 | +1 | +1 |
| Constitution | 12 | +1 | +3 |
| Intelligence | 16 | +3 | +3 |
| Wisdom | 11 | +0 | +0 |
| Charisma | 12 | +1 | +1 |

In his three hundred years fighting as a mercenary, Nero had seen more of his comrades fall than Waterdeep's City Guard had in all its recent history. As a former Quartermaster, Nero reasoned there are more dead than there will ever be living. The undead need no food, no water, and will march until they disintegrate—the perfect commodity for the highest bidder. Now, the Necromercenary quests for arcane knowledge to raise his dark army.

| ATTACKS | HIT | DAMAGE | NOTES |
|-----------------|-----|----------------|--|
| Longsword | +4 | 1d8+4 slashing | 1d10+2 if used 2-handed |
| Warleader Spear | +4 | 1d6+4 piercing | Bonded (See below), Thrown (20/60 ft.), 1d8+2 if used 2-handed |
| Morningstar | +4 | 1d8+4 piercing | Bonded (See below) |
| Unarmed | +4 | 3 bludgeoning | |

| SPELL SLOTS | MODIFIER | SPELL ATTACK | SAVE DC |
|-------------------------|----------|--------------|---------|
| 3 Spell Slots (LEVEL 1) | +3 | +5 | 13 |

Weapon Bond: You can perform a 1 hour ritual to create a magical bond with one weapon. Once completed, you can't be disarmed of the weapon unless incapacitated, and you can summon it as a bonus action to your hand if it is on the same plane of existence. You can be bonded with up to 2 such weapons.

Warleader Spear: As an action while wielding the spear, you can make your voice carry up to 300 ft. until your next turn.

Dueling: When welding a single weapon and only in one hand, you gain a +2 bonus to damage (included above).

Action Surge: Take one additional attack on your turn once per short rest.

Second Wind: Bonus action to regain 1d10+4 HP once per short rest.

Trance: You don't sleep, but instead meditate semiconsciously for 4 hours a day.

Fey Ancestry: You have advantage on saves against being charmed and magic can't put you to sleep.

Mercenary Life: You can identify mercenary groups, and can find the taverns where mercenaries abide in any area if you speak the language. You can find mercenary work between adventures sufficient to maintain a comfortable lifestyle.

Chain Mail: Your heavy armor imposes disadvantage on Stealth rolls. You also carry a shield which currently adds +2 to your AC.

Spellcasting: You can cast 3 spells (other than those noted At Will or otherwise), and your spell slots are refreshed upon a short or long rest.

| SPELLS | RANGE | HIT/DC | EFFECT |
|-------------------------------------|---------|--------|--|
| Chill Touch (At Will) | 120 ft. | +5 | A ghostly, skeletal hand targets a creature for 1d8 necrotic damage, and it can't regain HP until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. |
| Shocking Grasp (At Will) | Touch | +5 | Make a melee spell attack against the target. You have advantage on the roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage and it can't take reactions until the start of its next turn. |
| Toll the Dead (At Will) | 60 ft. | WIS 13 | You point at one creature you can see within range and the sound of a dolorous bell fills the air around it. The target must succeed on a WIS saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage. |
| Feather Fall | 60 ft. | - | As a reaction when you or a creature within 60 ft. of you falls, up to 5 falling creatures' rate of descent slows to 60 ft. per round for 1 minute. If the target(s) lands before the spell ends, they take no falling damage and can land on their feet, ending the spell. |
| Ice Knife | 60 ft. | +5 | You create a shard of ice and fling it at 1 target within range. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard explodes and each creature within 5 ft. of it must make a DC 13 DEX saving throw or take 2d6 cold damage. |
| Magic Missile | 120 ft. | - | You create 3 glowing darts of magical force. Each missile hits a creature of your choice that you can see within range and deals 1d4+1 force damage to its target. All strike simultaneously and you can direct them to hit 1 target or several. |
| Shield | Self | - | As a reaction when you are hit by an attack, a barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 AC bonus including against the triggering attack, and you take no damage from magic missile. |
| Misty Step (Once per Short Rest) | Self | - | As a bonus action, you can teleport up to 30 ft. to an unoccupied space that you can see. |